

WeekReport_2019-05-13_05-19_E

Week Overview

- $8 + 8 + 8 + 9 + 6 + 3 + 2 = 44$ hours

Project: GraphLayout

- this I mainly read the code of FM3 in ogdf and their paper
- the multilevel startgy in FM3 is different our startgy
- first step: random choose a solar node, and delete his 2 distance-neighbor. Until no node(choose node can be uniform random or probablity random)
- second step: every node except solar node which 1-distance to solar node assign with planet node.
- third step: other node called moon node choose the nearest node(thinking, this node must be a planet node). this edge is pm edge. Then the planet node is modified with pm node
- fourth node: recursive do the each solar part(shirking solar node and his planet and moon node to one node). **notice that in the further gradient, the position of each node is depended on the structure of this level not just copy thier position**(I just read this part of code next week)

G.js

- I started study ES6 and ts this week.
- I am responsible for the element part of our code
- There are still many problem about the design startegy. Mainly on how to store the node and edge(why not head, next structure ?) I will read some cytoscape.js code next week.

SciVis

- we need to write a project about graph rendering

Other

- attend the codejam Round2 and got 811th. (Advance to Round3)
- attend some codeforces contest the rating went to 1673

Short-term perspective

| Work | deadline | Tip |
|-----------------------------------|----------|-----|
| write the FM3 multilevel | Friday | |
| start the SciVis project | Tuesday | |
| complete the ppt in English class | | |

Long-term perspective

| Work | deadline | Tip or Progress |
|-------------|-----------|-----------------------|
| GraphLayout | 6.1 | modify the multilevel |
| G.js | 2021 year | |